

Disney's

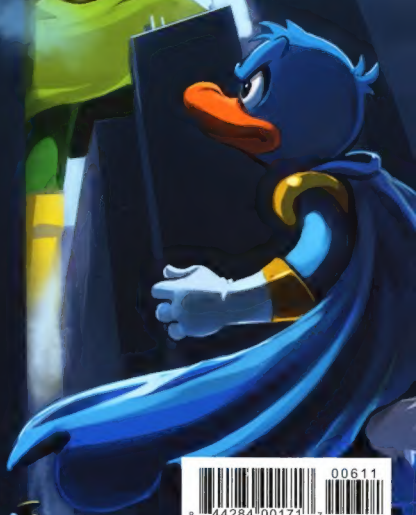
HERO SQUAD

# ULTRAHEROES

6

2010  
\$2.99  
COVER A

BOOM  
KIDS!



00611

8 44284 00171 7

WWW.BOOM-KIDS.COM

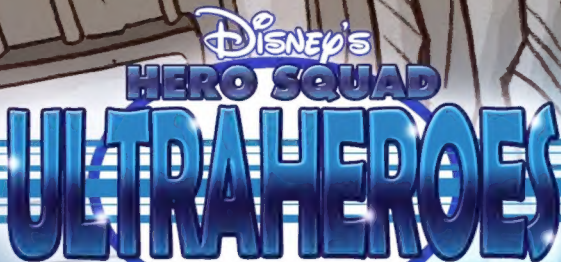
6 2010  
\$2.99  
COVER B

BOOM!  
KIDS!

# Disney's HERO SQUAD ULTRAHEROES



6 44284 00171 7  
WWW.BOOM-KIDS.COM  
00611

The logo features the word "Disney's" in its signature script, followed by "HERO SQUAD" in a bold, blocky font. Below this, "ULTRAHEROES" is written in a large, stylized, blue font with a metallic, 3D effect and a glowing blue outline. The background of the logo is a circular blue field with white horizontal lines.

# Disney's HERO SQUAD ULTRAHEROES

## SIMPLE PAST & FUTURE PERFECT PART 2    ULTIMATE THREAT

**WRITER: GIORGIO SALATI**  
**ARTIST: ETTORE GULA**

**WRITER: RICCARDO SECCHI**  
**ARTISTS: ROBERTA MIGHELI &  
STEFANO TURCONI**

**LETTERER: DERON BENNETT**  
**TRANSLATOR: SAIDA TEMOFONTE**

**DESIGNER: ERIKA TERRIQUEZ**  
**COVER A: JAKE MYLER**  
**COVER B: MAGIC EYE STUDIOS**  
**COLORS / ANDREW DALHOUSE**

**ASSISTANT EDITOR: CHRISTOPHER BURNS**  
**EDITOR: CHRISTOPHER MEYER**

**SPECIAL THANKS: JESSE POST,  
LAUREN KRESSSEL AND ELENA GARBO**

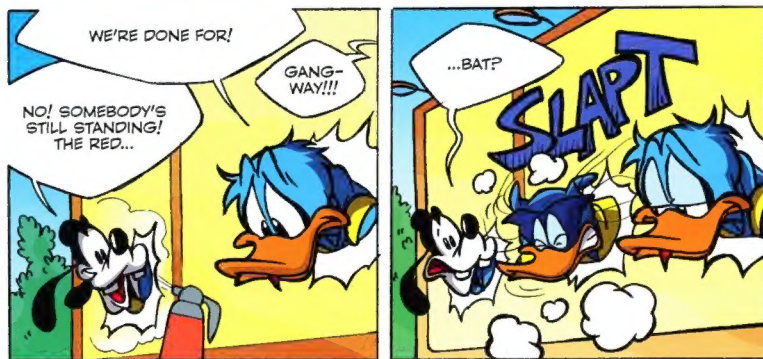
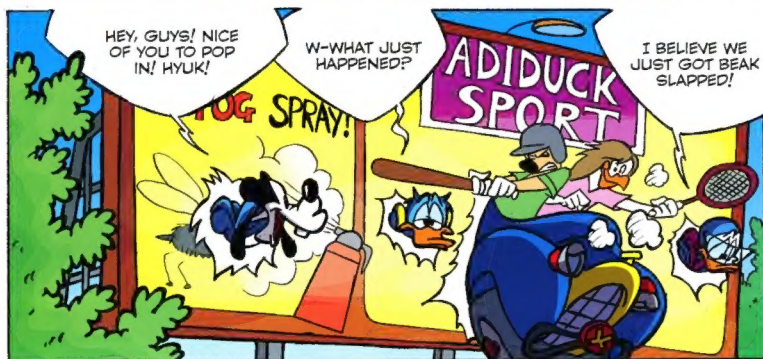


DISNEY'S HERO SQUAD #6 - June 2010 published by BOOM Kids!, a division of Boom Entertainment, Inc. All contents © 2010 Walt Disney Company. BOOM Kids! and the BOOM Kids! logo are trademarks of Boom Entertainment, Inc., registered in various countries and categories. All rights reserved. Office of publication: 6310 San Vicente Blvd Ste 404, Los Angeles, CA 90048. For information regarding the CPSIA on this printed material call: 203-595-3636 and provide reference # EAST - 66621 Printed in the USA



## PREVIOUSLY IN DISNEY'S HERO SQUAD #5...

DISASTER STRIKES FOR THE ULTRAHEROES AS EGA BEEVA, IN AN ATTEMPT TO SAVE LYTH FROM INTEGRATING INTO THE ULTRAMACHINE, IS TRANSFORMED INTO A MECHANICAL MONSTROSITY: A GIANT, LIVING, BREATHING BIO-ULTRAMACHINE! NOW OUR HEROES MUST SPRING INTO ACTION TO STOP THIS BEHEMOTH AS HE STARTS ON A PATH OF DESTRUCTION DIRECTLY TOWARDS THE UNSUSPECTING CITY OF DUCKBURG...





OH NO! EEGA BEEVA IS  
TOO STRONG! I'VE GOT  
TO DO SOMETHING...

ZZZ



WAKE UP,  
IRON GUS! YOUR  
FRIENDS NEED  
YOUR HELP!


ZZZ...WHAT?

IS IT TIME FOR  
BREAKFAST?



HAR, HAR! LOOKS LIKE YOUR  
SUPER-HEROES ARE  
DOOMED!

THAT'S IT, PETE! LET'S  
ALL LAUGH HYSTERICALLY  
ABOUT THE END OF THE  
WORLD!



DUCKBURG  
AND MOUSETON  
ARE YOUR HOMES  
TOO, AND THEY'RE  
GOING TO BE  
DESTROYED!

MAYBE YOU'RE RIGHT,  
MOUSE! SO WHY DON'T  
YOU LET US OUT, AND  
LET THE *REAL* MUSCLE  
CLEAN UP THIS  
MESS?!

»SLURP!« DOES THIS  
MEAN I CAN EAT THE  
ULTRA CANDY?



SOON.

THANKS VERY MUCH...BUT I'VE GOT TO RUN.

I SHOULD GET HOME BEFORE TRUDY GETS WORRIED.

THAT WAS FUN!

LET'S STAY IN TOUCH!

I'LL CALL YOU!

CHOMP!  
SLURP!

WHERE DO YOU THINK YOU'RE GOING?

COME NOW, RODENT! EVEN A GULLIBLE DOLT SUCH AS YOURSELF COULDN'T POSSIBLY POSTULATE THAT ANY OF US WOULD RESCUE OUR VILLAINOUS WAYS TO HELP YOU!

BYE BYE!

AU REVOIR!

I GUESS I DID.

HEY!

THAT MEGA-VANDAL IS TRASHING MY FAVORITE CHOCOLATE FACTORY!

?

!

BANZAI!!!

WOOM

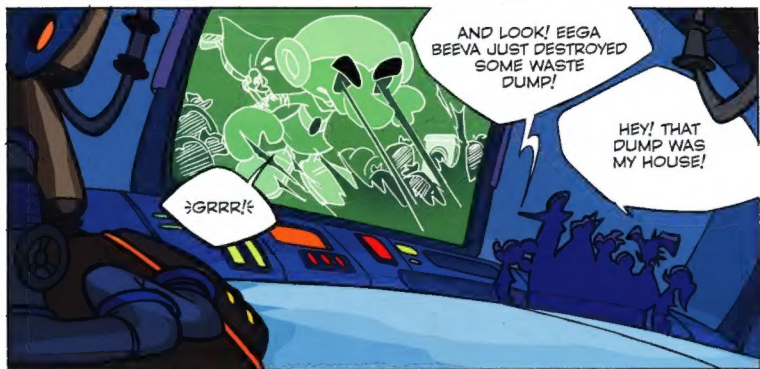


HMM...BETTER  
CHANGE MY  
STRATEGY!



YOU GUYS DO REALIZE THAT IF EEGA  
BEEVA DESTROYS EVERYTHING, THERE  
WOULDN'T BE ANYTHING LEFT FOR YOU  
BAD GUYS TO TAKE OVER. EEGA  
WILL BE THE GREATEST  
VILLAIN OF ALL TIME!

?



AND LOOK! EEGA  
BEEVA JUST DESTROYED  
SOME WASTE  
DUMP!

HEY! THAT  
DUMP WAS  
MY HOUSE!

¡GRRRR!

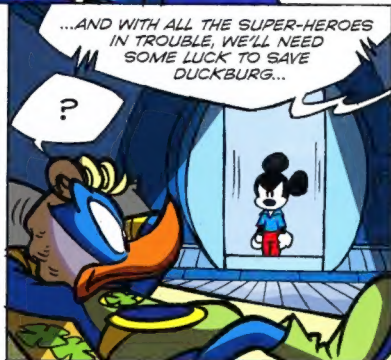
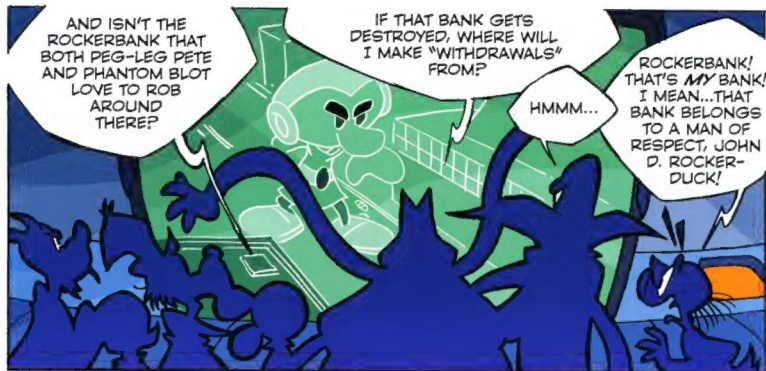


NOW HE'S HEADING TOWARD  
THE POWER PLANT WHERE I  
GO TO GET CHARGED!

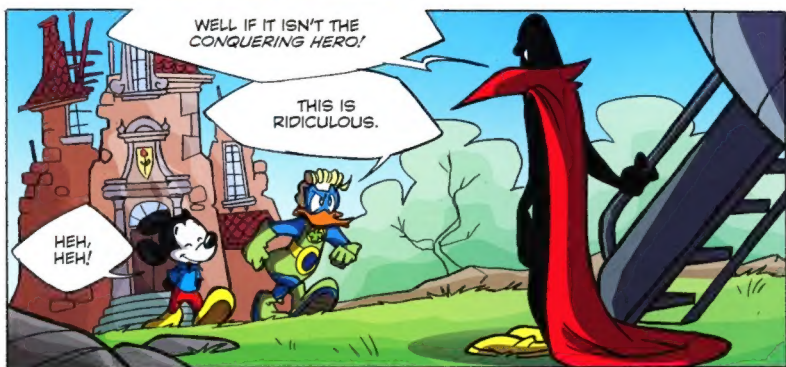
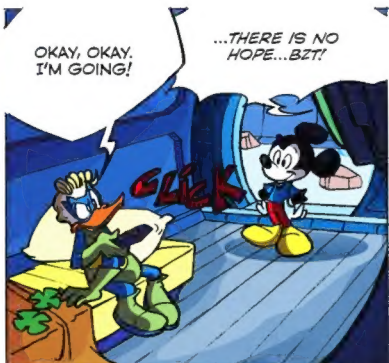


¡GASP! THAT'S THE SAME PLANT  
I STEAL THE ENERGY FROM TO  
PUT TOGETHER MY MAGIC SHOW  
AT THE CRIMINAL  
THEATER!

¡UMPF!









REINFORCEMENTS HAVE  
ARRIVED, ULTRA-  
WEAKLINGS!

THE  
SINISTER 7?

AND SO THE BIG FIGHT  
BEGINS: EEGA BEEVA  
VERSUS EVERYONE  
ELSE!

WHAT HAPPENS  
NEXT? TURN THE PAGE  
FOR THE START OF OUR  
EXCITING CONCLUSION!









THIS  
DOESN'T  
LOOK GOOD,  
GUYS!

LET ME TRY!

SCRASH

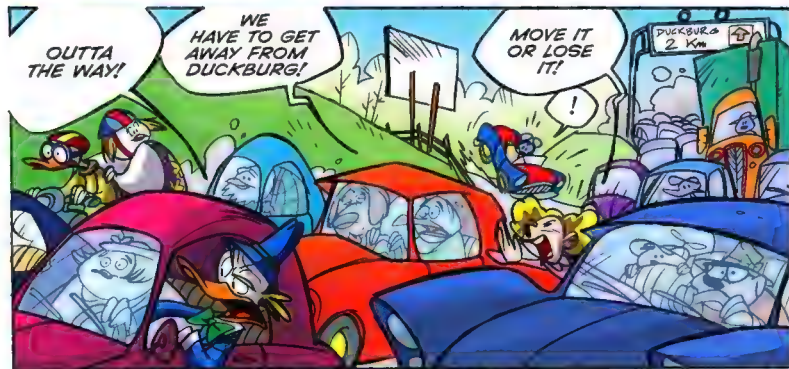
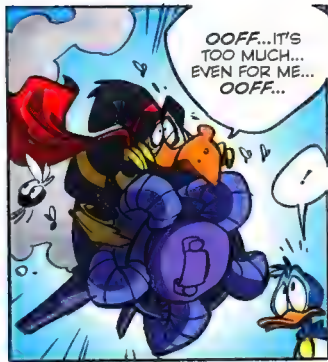


I'LL KNOCK  
HIM OUT WITH THIS  
POWERFUL DEEP  
SEWER CON-  
CENTRATE!



GLUG! GLUG!

GULP!









GREAT!  
NOW YOU'VE  
REALLY  
UPSET  
HIM!

IF YOU'RE  
SO SMART  
WHY  
DON'T YOU  
GET  
IN THERE?



YEAH, YOU  
TRAITOR!

HEY! IT'S NOT MY FAULT NO  
ONE APPRECIATED ME! I'M  
SUPPOSED TO BE A WORLD  
FAMOUS SUPER-HERO  
BY NOW!



INSTEAD  
YOU'RE JUST  
A DUD!

A DUD CAN  
STILL FIGHT! DO  
SOMETHING!

BUT I NEVER DO  
ANYTHING! MY LUCK  
DOES IT ALL!



AND IT  
ONLY TAKES  
CARE OF YOU!  
GRUNT!

WELL GUYS, I TRIED TO FOLLOW MY MOM'S  
ADVICE AND JUST IGNORE HIM IN HOPES  
THAT HE'D GO AWAY, BUT SURPRISINGLY  
THAT DIDN'T WORK...! HE'S  
TOO MUCH FOR ME!



LOOK!



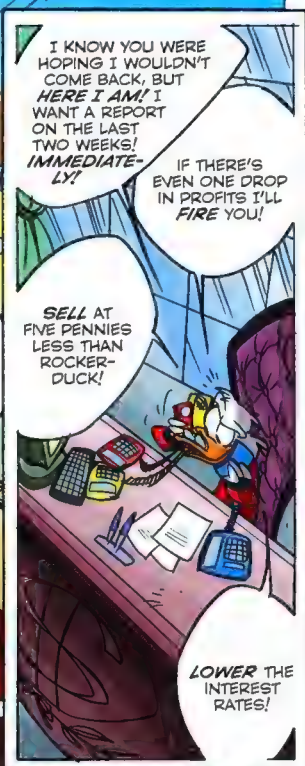
HE'S  
HEADING  
TOWARD  
DOWNTOWN  
DUCKBURG!

SO  
QUICKLY,  
TOO!

WE HAVE  
TO STOP  
HIM!



WELL,  
BROTHERS,  
WHAT NOW?



I KNOW YOU WERE  
HOPING I WOULDN'T  
COME BACK, BUT  
**HERE I AM!** I  
WANT A REPORT  
ON THE LAST  
TWO WEEKS!  
**IMMEDIATE-  
LY!**

IF THERE'S  
EVEN ONE DROP  
IN PROFITS I'LL  
**FIRE YOU!**

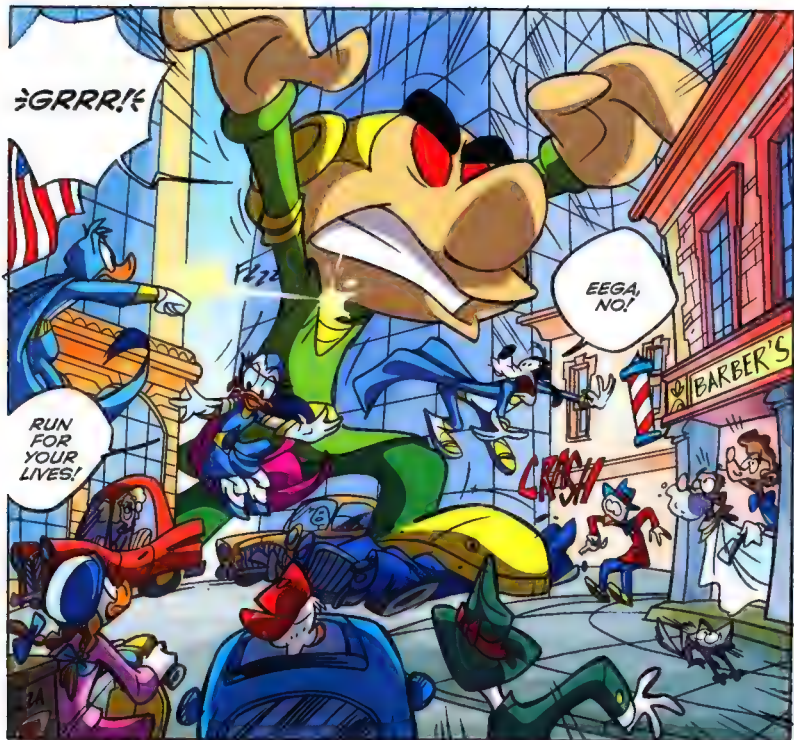
**SELL AT  
FIVE PENNIES  
LESS THAN  
ROCKER-  
DUCK!**

**LOWER THE  
INTEREST  
RATES!**

ARE YOU  
KIDDING? IT'S  
A NO-BRAINER!  
WE'RE HERE AND  
WE **ROB IT!**









HEY,  
PETE! YOU  
REALLY  
CAUGHT  
SOME  
AIRTIME!

JUST  
GET ME  
DOWN FROM  
HERE! I WANT  
ANOTHER  
SHOT AT  
THAT GUY!

NO! WE  
NEED TO  
COORDI-  
NATE OUR  
ATTACKS!

IF WE CAN SOMEHOW  
BLOCK HIM AND DISENGAGE  
ONE *ULTRAPOD* FROM  
THE *ULTRAMACHINE*,  
MAYBE HE'LL REVERT  
TO HIS OLD  
SELF!

I HATE TO  
CONCEDE TO  
THIS...BUT THAT  
SOUNDS LIKE A  
COMPETENT PLAN.



WATCH  
OUT!



UNGH!

SPONGE

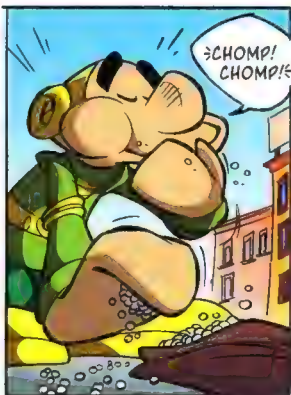
CORNELIUS  
COOT



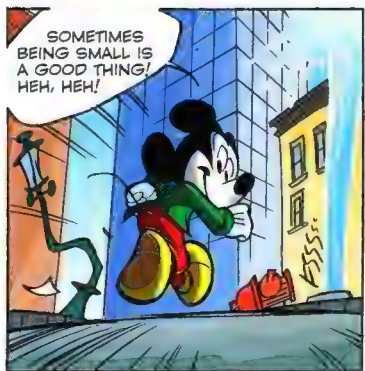
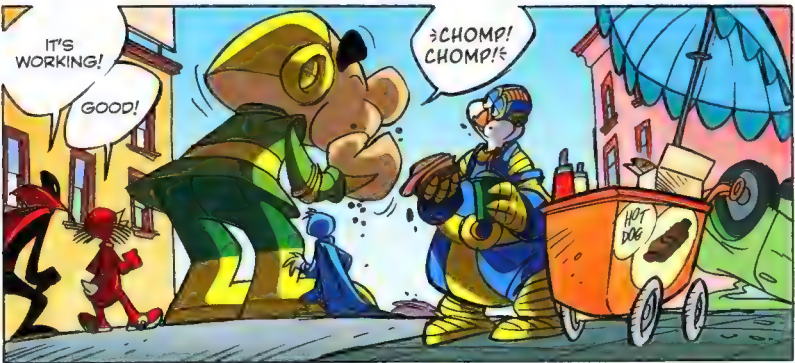


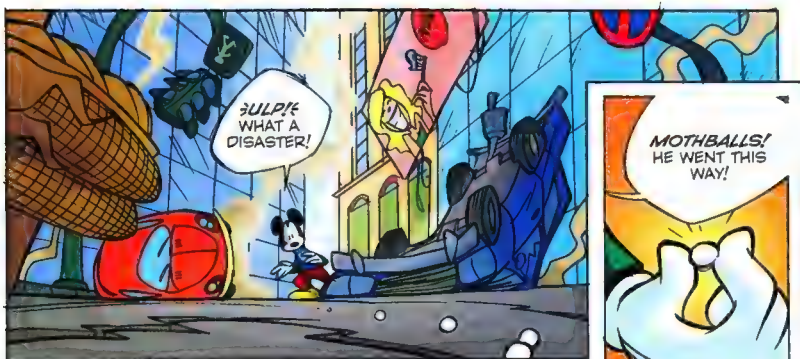


\*EEGA BEEVA CONSIDERS THESE BOXED UP BITES QUITE A DELICACY! - CONNOISSEUR CHRIS













## LET'S GET DANGEROUS!

He is the terror that flaps in the night!  
He is the batteries that aren't included!  
He is DARKWING DUCK! And he's back...in comic form!

This June sees the return of the masked mallard in DARKWING DUCK: THE DUCK KNIGHT RETURNS #1! The daring duck of mystery hasn't been seen in the city for over a year, and a massive conglomerate, Quackwerks, has taken over all aspects of life in Darkwing's beloved St. Canard. However, this huge corporation isn't all flowers and sunshine, and the shadowy figure pulling its strings has ill intentions for Darkwing's stomping grounds...which can only be thwarted by Drake Mallard once again taking up the cape and cowl!

What's more, the fan response to our Darkwing Duck four-issue mini-series has been so overwhelming, and we're having so much darn fun, that we've

decided to keep going! Your eyes do not deceive you...although THE DUCK KNIGHT RETURNS ends in September with issue #4, October sees the release of... DARKWING DUCK #5! That's right, Disney fans, the champion of right, the purple powerhouse, is now officially starring in an ongoing series, and we're pulling out all the stops!

Ian Brill and James Silvani will be chronicling the masked mallard's monthly misadventures, and we'll be kicking things off with the return of Darkwing's greatest nemesis...but this time, he just might be bringing along a little help from elsewhere in Disney's duckverse!

As if that weren't enough, the DuckTales stories that begin in UNCLE SCROOGE #392 will continue through issue #399...with some very secret, VERY special plans

for Scrooge's milestone 400th issue...but that's an editorial for another day.

The best is yet to come!

- Aaron Sparrow, Editor

Contact us at:

[boomkids@boom-studios.com](mailto:boomkids@boom-studios.com)

or via snail mail at:

BOOM Kids!

6310 San Vicente Ave. Ste. 404  
Los Angeles, CA 90048

ROSS RICHIE  
chief executive officer

MARK WAID  
editor-in-chief

ADAM FORTIER  
vice president,  
publishing

CHIP MOSHER  
marketing director

MATT GAGNON  
managing editor

JENNY  
CHRISTOPHER  
sales director



BIG, BOLD, BOOM!  
[www.BOOM-KIDS.com](http://www.BOOM-KIDS.com)

## WRITER OF THE MONTH: PATRICK STORCK

*So you've worked on two MUPPET titles so far; MUPPET KING ARTHUR with Paul Benjamin, and MUPPET SNOW WHITE with Jesse Blaze Snider. Now you're taking the lead on the upcoming MUPPET SHERLOCK HOLMES. Does it feel like you're now working without a net?*

There's still the nets of editorial, as well as the rest of the Muppet team, and Amy has been fantastic in sharing ideas and collaborating, so I think we can leave the net-less stunts to Gonzo.

*Who's your favorite Muppet to write?*

It's a three way tie. Fozzie is the old shtick - Vaudeville, puns, jokes in their purest and most basic form. Gonzo is the odd, surreal, and dangerous one. Some of my favorite jokes don't make sense, and the Great Whatever is a perfect outlet. Finally, Pepe is to me the character that gets out the funniest lines he doesn't know are funny. He often seems to be the voice of the reader with his questions and exposition, but in such a fun and meta way. Like Hurley on LOST.

*The Muppets haven't had a regular television show in many years.*

*What do you think keeps them so popular?*

The humor is timeless, not relying on just current trends or references like so much comedy always has. With slapstick, wordplay, imagination, and general mayhem it's completely entertaining for kids, but the wit and depth of the ideas and characters keeps bringing people back as they grow up. And they get to share it with their kids!

*What can we expect to see in MUPPET SHERLOCK HOLMES?*

Spectacle, fantasy, crooks and cops and villainy! Mystery and catastrophe! And of course derring-do and comedy. Each issue will be a stand-alone take on one of the original short Holmes stories, though we will be threading them together a bit more than Doyle originally did. That hack. Sorry, what I meant to say was... I'm fired? What?

*Any other Disney Pixar or Muppet project you're dying to write?*



Tons! It's a pipe dream (or Inter-Tubes I suppose) but Muppet TRON would be total nerd joy for me. I've got a bunch of ideas for PIXAR stuff, INCREDIBLES, FINDING NEMO, BUGS LIFE... I love everything they do! If they wanted to do twelve issues of GERI'S GAME I would jump on it!

-Patrick Storck

# **DARKWING**

## **DUCK**



# **THE DUCK KNIGHT RETURNS**

**BOOM!**

THE W. B. BOOM!  
BIG. BOLD. BOOM!  
[WWW.BOOM-STUDIOS.COM](http://WWW.BOOM-STUDIOS.COM)

## **JUNE 2010**

# MISS AN ISSUE?



**ASK  
YOUR LOCAL  
COMIC RETAILER**


**OR**

**CHECK  
OUT**

**BOOM  
KIDS!**

**WWW.BOOM-KIDS.COM**





WADDA  
YOUSE  
LOOKIN  
AT?

He  
scanned  
a  
book.  
Yay.

HAPPY  
FLIZZY  
BLINNY

COMICS  
PRESERVATION  
SOCIETY